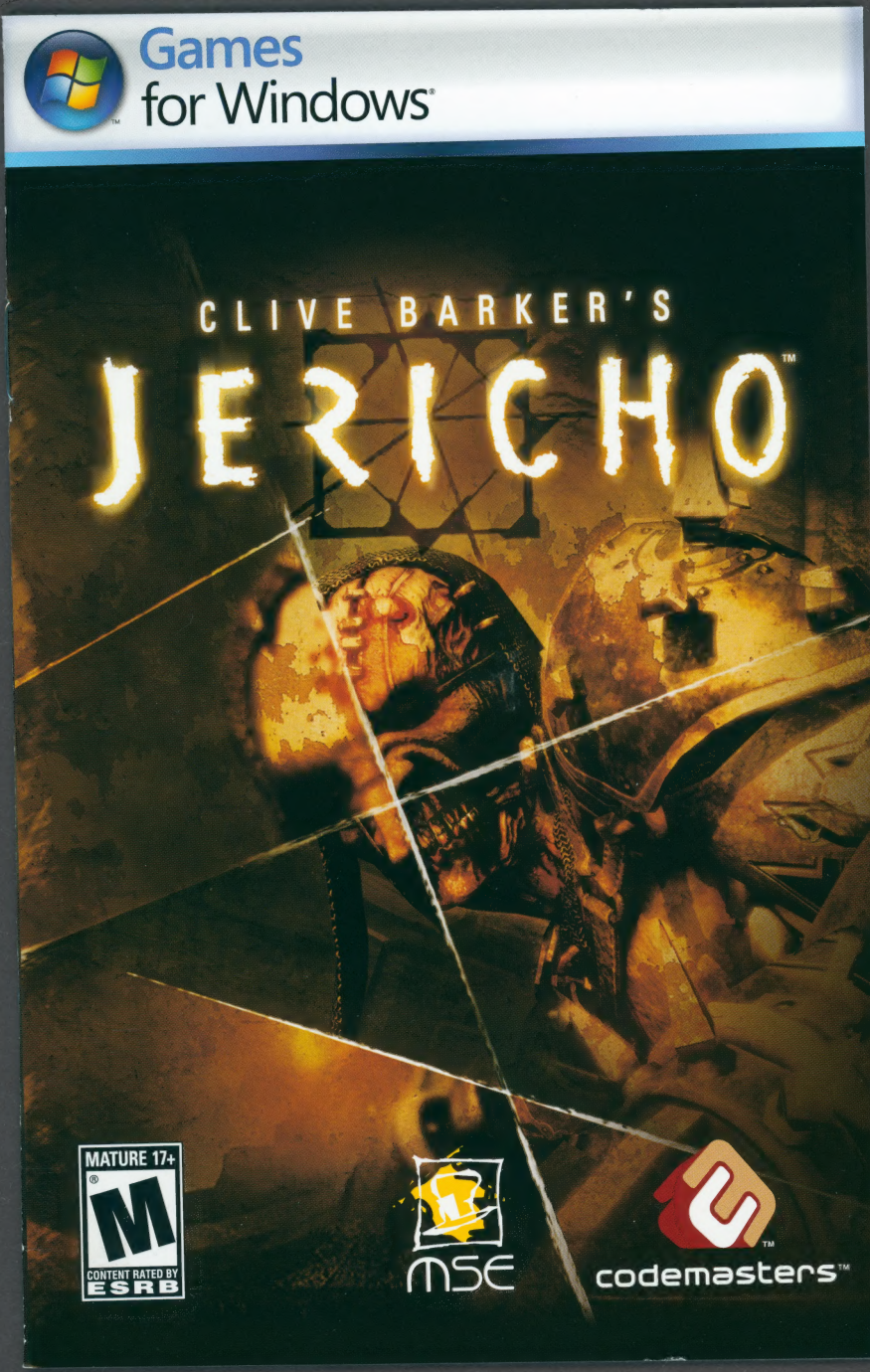
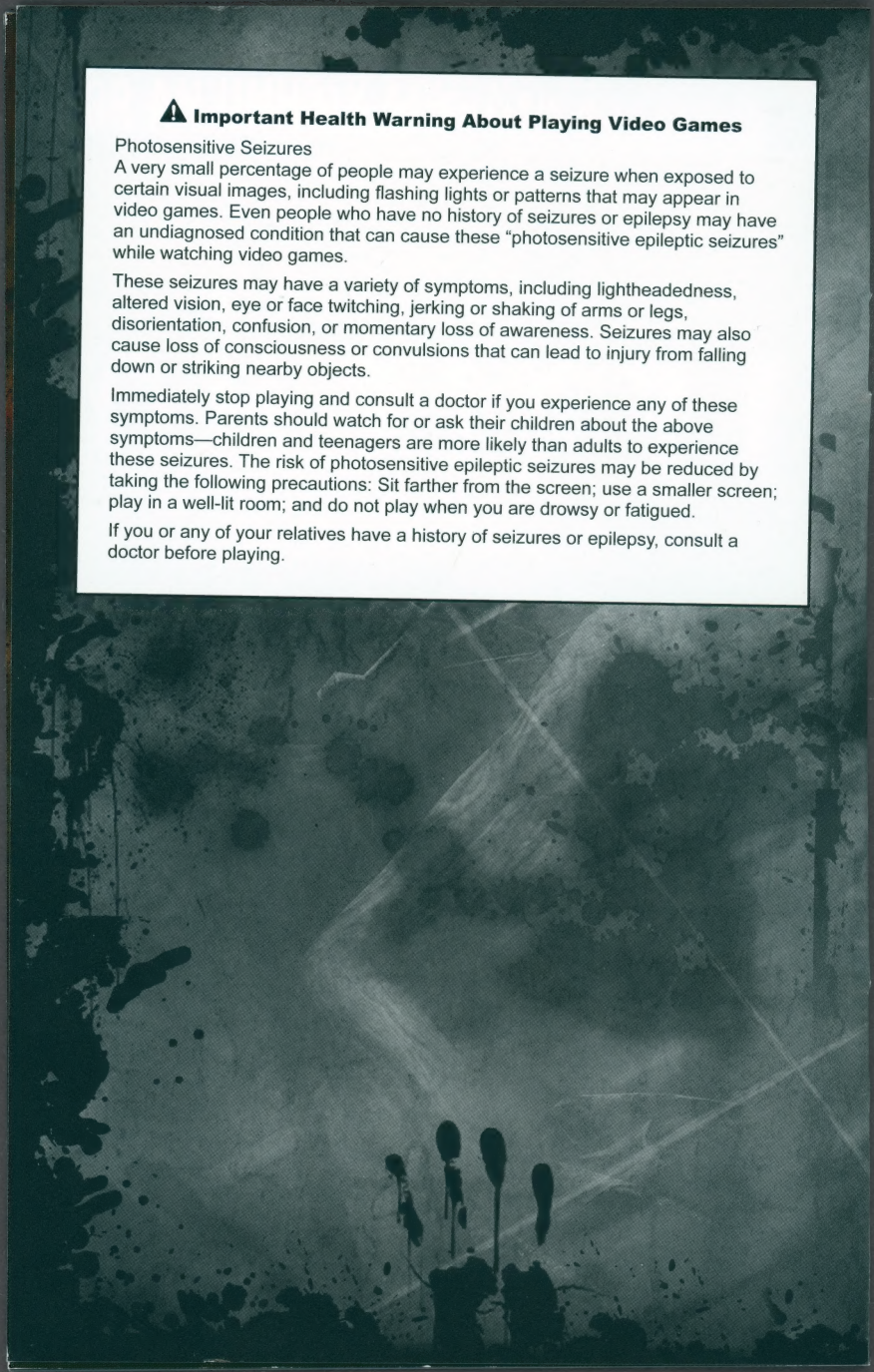

Games
for Windows
CLIVE BARKER'S
JERICHO
MATURE 17+
M
CONTENT RATED BY
ESRB
MSE
codemasters



⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

CLIVE BARKER'S

JERICHO™

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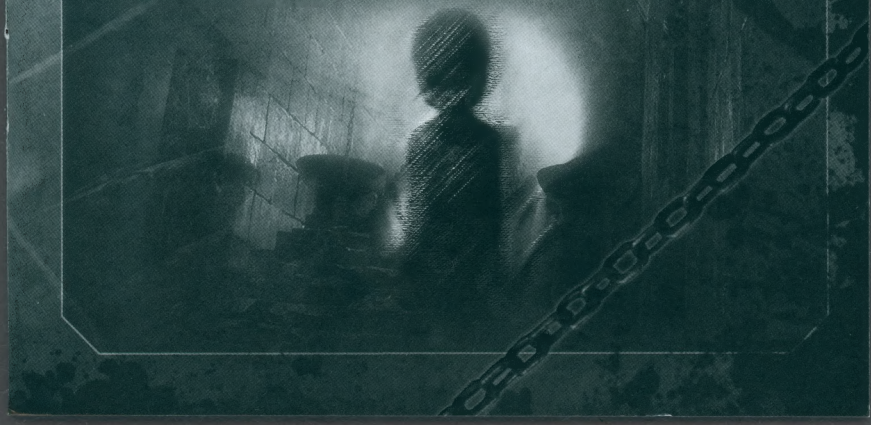


PROPERTY OF DEPARTMENT OF OCCULT WARFARE (DOW)

CLASSIFIED DOCUMENTATION

ACCORDING TO CERTAIN GNOSTIC AND APOCRYPHAL TEXTS, BEFORE ADAM, BEFORE EVE, THERE WAS THE FIRSTBORN - GOD'S FIRST ABORTIVE ATTEMPT AT CREATING A BEING IN HIS OWN IMAGE...

This entity was neither male nor female, dark nor light; a singular being that was both beautiful and terrible to behold. Disturbed by the power of his creation, God left it unfinished, banishing The Firstborn to the Abyss, forsaken and unloved.

In its place, God started afresh. He divided his next creation into two sexes, gave it intellect, reason, emotion. He gave it the gift of love. He gave it a soul.

But something remained behind. On the spot where it first touched the mortal world, The Firstborn left a taint so powerful that even God's expulsion couldn't keep it from breaking through into the mortal world to reclaim its birthright.

In a remote desert in the Middle East, near the cradle of all civilization, the Earth was wounded. The presence of The Firstborn continued to fester, eon after eon, breaking down the fabric of reality as human civilization flourished around it.

The prophecy states that The Firstborn will break through into our world seven times. With each appearance, it will ride disease, corruption and perversity like an all-consuming wave until seven mystics sacrifice themselves to drive it back into the Abyss. The prophecy states that the seventh attempt will be its last. The Firstborn will either find freedom, or destruction.

The Firstborn has made six previous attempts at escape, always returning to the spot of its conception. Due to the immense power contained within, this piece of earth has been contested for thousands of years by conqueror after conqueror, each with his own agenda for God's first creation.

On its first appearance, seven Sumerian priests entombed The Firstborn within a holy ziggurat and guarded its prison until the desert and their enemies consumed their great civilization and the site was lost. The Greeks were the next landlords, followed by the Romans, the Persians, the Crusaders… and on and on until present day. This is the bedrock on which the modern city of Al Khali now stands. Unbeknownst to its residents, they reside on the most unholy ground on the face of the Earth.

Every time The Firstborn is banished, it takes with it a larger piece of the Earth to add to its realm. Whenever it next returns, those layers of time and space overlap with reality, creating a place out of place, a time without time. Like a Chinese puzzle box, the city of Al Khali has been transformed by The Firstborn into layer after layer of time and space.

The further you go into the city, the further back in time you travel until the point of origin, the moment The Firstborn came into being.

INSTALLATION

Insert the Jericho™ disc into your DVD drive. If AutoPlay is enabled, the Jericho™ launcher will appear. If it does not, on Windows® Vista, click on the Start menu, or on Windows® XP, click the Start menu and then click Run. Now type "D:\launcher" (where "D" is the letter of your DVD drive) and hit ENTER.

Press the 'Install' button on the launcher to begin installation and then simply follow the on-screen instructions. Jericho™ requires the presence of DirectX 9.0c on your system and this will be automatically installed during installation. It is advisable to have no unnecessary programs running during installation.

During installation, you will be given the opportunity to register your game online, provided you have an active Internet connection. To register your game at a later date, visit: www.codemasters.com/register.

If you are using a dial-up connection to access the internet, but do not have this configured to activate automatically on request, you may need to initiate your connection prior to beginning installation if you want to register online.

It is advisable to have no other programs (other than those required to access the internet) running on your PC during installation.

LAUNCHING THE GAME

WINDOWS® VISTA:

After installing the game, open the Games Explorer from within the Start menu, and simply double click the Jericho icon to launch the game. Other actions can be carried out by right-clicking this icon.

WINDOWS® XP:

After installing the game, double click the game's icon on the Desktop. Alternatively, navigate to the Programs\Codemasters\Clive Barker's Jericho folder in the Start menu.

GETTING STARTED

NAVIGATION

Navigate the menu screens using the keyboard or mouse.

KEYBOARD:

↑ ↓	Navigate Options
Enter	Select
Esc	Back / Cancel
← →	Adjust slide controls (when available)

MOUSE:

Movement	Cursor / Slide Options
	Select
	Back / Cancel

MAIN MENU

CAMPAIGN

CONTINUE

Return to the game and continue from your last save point.

HISTORIC MISSIONS

Select a level from those already completed.

NEW GAME

Begin a new game. Jericho™ autosaves your campaign progress. If you already have an active save game, selecting this option will overwrite your existing campaign.

CONFIGURATION

GAME OPTIONS

SKILL LEVEL – Set the level of combat difficulty:

EASY	'Don't let them take me! Please!'
NORMAL	'Let's go, Jericho…'
HARD	'I'm going to eat your soul!'

SHOW SUBTITLES – Toggle subtitles On/Off

AUTO RELOAD – Toggle magazine reload to automatic or manual

ASSISTED AIM – Toggle game-assisted aiming on or off

KEEP CROUCH – Toggle crouch mode

AUDIO

EFFECTS VOLUME – Move the slider to set the volume of the sound effects

VOICE VOLUME – Move the slider to set the volume of the in-game speech

MUSIC VOLUME – Move the slider to set the volume of the in-game music

VIDEO

Here you can modify various video settings which affect how the game will appear. Settings include the screen-resolution, aspect ratio and gamma level.

CONTROLS

MOUSE SENSITIVITY – Set between high, medium or low sensitivity

INVERT VIEW – Toggle Up/Down view to normal or inverted

CONTROL CONFIGURATION – Assign preferred keyboard controls

EXTRAS

As you play through the game you will complete a number of Achievements that unlock character profiles and bios in this section. To unlock a specific Extra, move left and right to view it and to see what you need to accomplish to open it.

BONUS CODES

Activate or deactivate game-play bonuses, extras and cheats. For details on how to unlock bonus codes please see the back cover of the manual.

PAUSE MENU

Press [Esc] to pause the action at any point during game-play.

RESUME

Get back to the game.

RESTART FROM LAST CHECKPOINT

Restart from the last mid-level checkpoint passed.

RESTART

Restart from the level beginning – any checkpoints will be lost.

CONFIGURATION

(see page 4)

BACK TO TITLE MENU

Return to the title screen – any level checkpoints will be lost.

IN-GAME HELP

Press [F1] during normal game play to view the in-game help screens. Information regarding weaponry, supernatural abilities and controls will be displayed specific to the selected character. Press [Esc] to return to the game.

GAME OVER

Each member of the Jericho Squad will automatically recover health after being attacked. However, any character may become incapacitated if they sustain heavy damage in a short space of time, and can then only be revived by Ross or Rawlings.

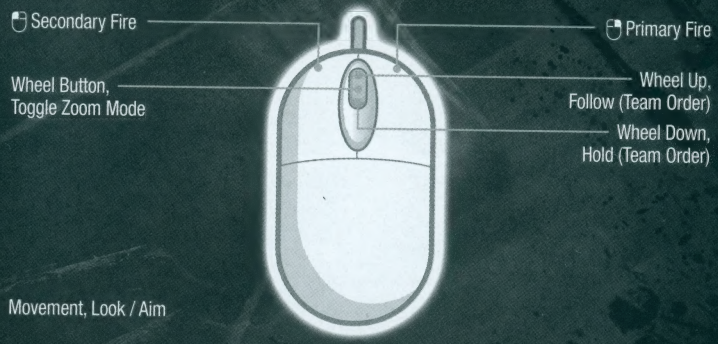
An icon will indicate the direction of any fallen team-mates. If all available characters are incapacitated, the game will end. BE WARNED: Only Rawlings can revive Ross during earlier missions. If both are incapacitated, it's game over…

GAME CONTROLS

KEYBOARD:

W, A, S, D	Movement
↑, ↓, ←, →	Movement
E	Primary Power
Q	Secondary Power
C	Toggle Crouch
V	Melee Attack (tap repeatedly to chain attacks)
R	Reload / Configure Weapon (hold)
Space Bar	Heal / Action / Possession Interface (hold)
1	Alpha Team take position
3	Omega Team take position

MOUSE:



SWITCHING CHARACTERS

From a certain point in the game, it will be possible to possess and control other characters in the squad. To do so, look towards the desired character (the aiming reticule will turn green) and tap Space Bar.

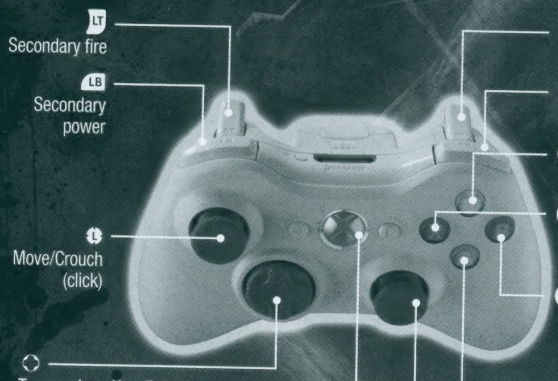
Alternatively, hold Space Bar to open the team select menu and switch to a character using the directional buttons. If a character is wounded or out of range, it will not be possible to possess them.

CINEMATIC / SURVIVAL EVENTS

During a Survival Event the player temporarily loses normal control of their character and an interactive cinematic takes over.

During this time the player is required to follow a series of quick button presses to succeed (↑, ↓, ← and → or W, A, S and D). The corresponding buttons will appear on-screen.

XBOX 360™ CONTROLLER FOR WINDOWS



CONTEXT ACTIONS

Press the Space Bar to trigger context-sensitive actions (e.g. operating levers or healing fallen team-mates) at specific points during the game.

TEAM ORDERS

FOLLOW

Scroll the mouse wheel up to order the entire team to follow. While following, the team will stay close and fight any encountered enemies.

HOLD

Scroll the mouse wheel down to order the entire team to hold position. In this mode, the team will find nearby cover and hold position until they are given orders to move out, or an in-game event is triggered.

ALPHA / OMEGA TEAM MOVEMENT

The Jericho Squad is divided into two teams: Alpha (Ross, Rawlings, Church & Black) and Omega (Jones, Delgado and Cole) both of which can be ordered into independent positions to provide suppressing fire, take cover or solve puzzles.

To move either team, position the aiming reticule on the desired area and press 1 (Alpha) or 3 (Omega). The availability and current actions of either team are indicated by the HUD (see page 9).

HEADS-UP DISPLAY (HUD)

ALPHA & OMEGA TEAM STATUS

When available, the symbols above and below indicate whether the team is following or holding position.

AIMING RETICULE

Alpha and Omega symbols indicate if either team can be moved into the currently viewed position.

PRIMARY & SECONDARY WEAPON

Ammo indicator displays how many rounds remain in the current magazine. Total rounds remaining is displayed beneath.

PRIMARY & SECONDARY POWER STATUS

When highlighted, the corresponding icon indicates the power is primed and ready for use.

TEAM-MATE LOCATOR

Displays the position of an incapacitated team-mate.

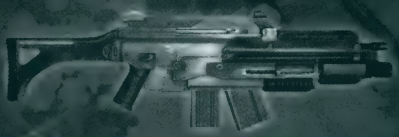
THE JERICHO SQUAD
CPT. DEVIN ROSS

PSYCHIC HEALER

Formerly extremely skeptical towards all paranormal and psychic phenomenon, Jericho Squad Leader and accomplished war veteran Devin Ross was transferred to the Department of Occult Warfare after his own psychic abilities were unearthed during a botched raid on a Taliban safe house several years previous.

As a psychic healer, Ross is able to revive fallen team-mates providing he is able to maintain visual contact.

PATRIOTEER



Ross carries a 5.56 caliber G36C assault rifle (primary weapon) with XM-26 semi-automatic mounted shotgun (secondary weapon).

HEALING MAGIC

Ross is able to heal fallen comrades providing they are in close proximity.
To use healing magic, approach the fallen team-mate and tap [Space Bar] when prompted.

NOTE: Only Ross and Rawlings are able to cure fallen squad members. Consequently, if both are incapacitated, the game will end.

SGT. FRANK DELGADO

PYROMANCER

Sgt. Frank Delgado is of Mestizo and Chickasaw descent, his powers owing to a life-long pursuit of alchemy and shamanic wisdom.

Delgado has only one useful arm on a mission – his right is encased within a protective shell containing Ababinili, a parasitic flame spirit of which Delgado was able to summon and earn the co-operation after offering his arm as a sacrifice.

Accordingly, Delgado favors high-caliber firearms to compensate for his reduced dexterity.

HELL'S KEEPER & PAIN

HELL'S KEEPER (PRIMARY):

A 7.62 caliber Minigun fed by a continuous ammo strip.

PAIN (SECONDARY):

A .50 caliber semi-automatic custom pistol with 6-round clip.

PYROMANCER MAGIC: ABABINILI AND FIRE BARRIER

ABABINILI

Hold [E] to unleash Ababinili, a Chickasaw flame spirit that incinerates nearby enemies. Releasing [E] will see Ababinili return to Delgado and the containment unit will close.

NOTE: Delgado's arm will burn while the flame spirit is released - extended use will require a longer recovery period.

FIRE BARRIER

Hold [Q] to create a shield around Delgado making him invulnerable to fire and reducing the damage of normal attacks. Release [Q] to close containment unit.

CPL. SIMONE COLE

Reality Hacker

Being a programmer and obsessive numerologist, Cole's gifts are purely intellect-based. Her harness is occupied by a custom-built computer used to run cabalistic and chaos mathematical sequences that have a profound effect on the physical world. By creating 'anchors' to particular points in space-time, Cole is able to download additional supplies, intensify the group's firepower and slow the passage of time for brief periods.

Cole is terribly protective of her equipment – often prioritizing the system's safety above her own - and prefers low-report weaponry that is unlikely to cause interference.

X-86 ASSAULT RIFLE & GRENADES

X-86 (PRIMARY)

A 5.7 x 28 mm caliber assault rifle with 45-round magazine and Scan feature built into the two-range scope. Scan allows Cole to view enemies hidden in the immediate vicinity and identify any vulnerable points.

CUSTOMIZABLE GRENADES (SECONDARY) WITH 4 ADJUSTMENTS:

- **IMPACT** detonates on impact against anything
- **TIMED** detonates after a configurable period
- **PROXIMITY** detonates on detection of nearby movement
- **REMOTE** detonates when triggered (press 🖱 again)

REALITY HACKING: INFINITE LOOP AND FIRESTORM

INFINITE LOOP

Press [E] to activate/deactivate. For a short period, Cole can loop time around the squad, slowing down the world while still able to move and act.

FIRESTORM

Press [Q] to activate/deactivate, intensifying the team's firepower for a short period.

NOTE: If Cole's powers are not deactivated within a certain time, she will temporarily lose contact with reality. Her system will then take several seconds to recharge.

CPT. XAVIER JONES

SEER

Second in command, Xavier Jones is more of a bookworm than a fighting man, having spent most of his career at the DOW in an office before recently joining the combat division.

Jones is a walking encyclopedia of arcane knowledge and carries multiple journals, maps and texts in his BDU, along with the tools of his trade as a seer, including several fortune-telling and prognosticating devices.

As a seer, Jones is able to perceive brief, cryptic glimpses of future events, project his astral form over great distances, and act as a conduit for those who cannot speak.

PATRIOTEER

A 5.56 caliber G36C assault rifle (primary) with XM-26 semi-automatic mounted shotgun (secondary).

SEER MAGIC: ASTRAL PROJECTION AND POSSESSION

ASTRAL PROJECTION

Hold [E] to depart Jones' body and seek potential targets to possess using the mouse to steer and directional buttons to zoom. Release [E] to return.

POSSESSION (WHILST USING ASTRAL PROJECTION)

Holding [E], tap [Q] to possess a highlighted target. If available, Telekinesis, Pyrokinesis and Blood Ward can then be 'threaded' from the remaining team to attack enemies or manipulate otherwise unreachable objects. Again, release [E] to return to Jones.

LT. ABIGAIL BLACK

TELEKINETIC

The only daughter of an avid outdoorsman and hunter, Alaskan-born Abigail Black persevered through a childhood of poverty and abuse, rising to become one of the top marksmen in the US army.

Favoring a customized XM-110 sniper rifle in battle, Black's abilities enable her to telekinetically move a range of objects – from bullets to boulders – providing a clear line of sight is maintained. As a result, she can steer her pinpoint shots mid-flight, enabling her to strike multiple targets with a single projectile.

FLASH THOUGHT

Flash Thought: Custom US XM-110 Sniper Rifle (primary) with two ranges of scope and mounted single-chamber grenade launcher (secondary).

TELEKINESIS: GHOST BULLET & TELEKINESIS

GHOST BULLET

Press [E] to fire a mind-driven projectile, the trajectory of which Black can manipulate telekinetically; use the mouse and directional buttons to target and guide through multiple enemies. Ghost Bullets do not consume ammo but must recharge after every use.

TELEKINESIS

Press [Q] to use a telekinetic force capable of moving heavy objects and stunning enemies at close-range.

SGT. WILHELMINA 'BILLIE' CHURCH

Blood Mage

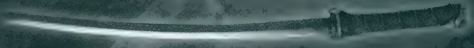
Tennessee-born 'Billie' Church doesn't believe in firearms – even though the army requires that she at least carries a machine pistol as her primary weapon – and is positively lethal with edged weapons if she can get in close.

A traumatic childhood lived as somewhat of a 'miracle' exhibition in her family's religious sect unearthed Church's incredible ability to cast powerful sigils, enchantments and banishments through the ritual of drawing her own blood.

KENJUU & NODACHI

KENJUU (PRIMARY):

A rapid-fire sub-machine pistol with a 30-round magazine.



NODACHI (SECONDARY):

Legendary Japanese sword, lethal at close range (melee).

BLOOD MAGIC: BLOOD & FIRE WARD

BLOOD WARD

Press [E] to cast Blood Ward, a powerful sphere capable of immobilizing nearby enemies for a short period. Since Blood magic uses Church's own blood to cast, her health must recover between each use.

FIRE WARD

Press [Q] to cast Fire Ward, a circle of flames that will engulf any enemies that venture within. Again, Church's health must recover between each use.

FATHER PAUL RAWLINGS

EXORCIST

The oldest active member of the Jericho Squad, Father Paul Rawlings is a veteran of Vietnam and Iraq and wields standard army Special Forces infantry weapons augmented by his own personal luck charms and inscriptions.

Rawlings' power derives from an intense academic study of magic systems from around the world, particularly in the areas of consecration and exorcism. Consequently Rawlings is the only team member besides Ross capable of healing wounded team-mates.

FAITH AND DESTINY

Faith and Destiny (primary and secondary) are independently configurable dual pistols. Each bullet type has a different rate of fire, impact damage and ammo consumption.

- **NORMAL** High fire rate, low impact, 15 rounds per clip
- **FRAGMENTATION** Medium fire rate, medium impact, 5 shots per clip
- **EXPLOSIVE** Low fire rate, high impact, 3 shells per clip

EXORCISM MAGIC: GHOST HEAL & VLAD'S CURSE

GHOST HEAL

Hold [E] to activate Ghost Heal, a sphere of benevolent power capable of reviving fallen comrades over great distances. Release [E] while targeting a downed comrade to heal them, expending a little of Rawling's own health.

VLAD'S CURSE

Hold [Q] to curse enemies. A cursed enemy will regenerate a portion of a team-mates health when hit by their conventional weapons.

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WWW.CODEMASTERS.COM

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EMAIL

CUSTSERVICE@CODEMASTERS.COM

Please include your Dxdiag.txt file with a description of your problem. To do this with Windows XP click on 'Start', then 'Run' or with Windows Vista click the Windows button and use the search box. Now type DXDIAG and click 'Ok'. This will display the DirectX Diagnostics screen. To send the results, simply click the "SAVE ALL INFORMATION" button and save this as a text (.txt) file. Now attach this file to your email.

Email support is provided 7 days a week.

TELEPHONE / FAX

Before calling, ensure that you have checked our website for a possible solution and have read the Jericho™ help file which can be found on the Jericho™ DVD-ROM.

To access the help file:

1. Double-click on "MY COMPUTER" on your Windows Desktop.
2. Right-click on your DVD-ROM drive.
3. Left-click on "EXPLORE".
4. Double-click on "README".

Tel: (646) 432-6888

Lines are open:

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9am - 3pm Tue-Thur Eastern Standard Time.

Please ensure that you are in front of your PC before calling. Your PC should also be on and in a running state (i.e. not having just crashed). Calls may be recorded for training purposes.

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TO GET STARTED, FOLLOW THESE INSTRUCTIONS:

1. Jericho will use the Codemasters Bonus Code Phone line. The game will have a 5 digit code unique to the console. Players will use this code when calling the Phone line, to gain access to each of the game's Bonus and Content Unlocks.
2. From the Main Menu of the game, players can access the Bonus Code screen via the Options Menu. From here the player will find the game's unique code, and be shown information about the Phone line.
3. Also on this screen will be a list of the available Bonus and Content Unlocks, each with a status On/Off. Initially all of these will be Off and the player will not be able to toggle them.
4. Players will have an option available to 'Enter Bonus Codes', upon selecting this a Virtual Keyboard will appear, allowing the player to enter the Code(s) they have. Now the player will be able to toggle the status of the Unlock(s) they have entered the Code(s) for.
5. Exiting the Options Menu will trigger the Auto save feature [if active]. Players can at anytime then return to the Bonus Screen to toggle the status of the unlocks.

Please note: Hintline Bonus Codes are paid for through the cost of call and require a touch-tone telephone.
Obtaining Bonus Codes online requires a small fee paid by credit card / PayPal.

IMPORTANT: Bonus Codes supplied are unique to your profile and/or console.
Some game features unlocked with Bonus Codes are also available through playing the game.

BINK VIDEO

PhysX by ageia

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